

1 Hour Singles Rules 16/11/25 – Edition 4

Operation of Ladder

Players may challenge anyone else on the ladder. The loser of a game may not challenge the winner until after they have both played another game. Any player refusing a challenge without good reason will drop 2 places except if the challenger is more than 3 places below them.

A challenger who wins will move immediately above the opponent.

A challenger who draws will move immediately below the opponent.

A challenger who loses will drop 1 place.

New entrants will join by playing an existing ladder member or by adding their name at the bottom.

Anyone not playing within 2 months will be removed from the ladder (but you can rejoin as a new entrant later).

Game rules

Each game will consist of however many ends can be played within the hour provided the mat is laid at least 5 minutes before the end of the allotted session and before the bell sounds. Agree the clock to use at the beginning (e.g. club clock or someone's watch or phone).

Games may be played without a marker. Place the jack on the T, winner of toss or previous end will place the mat. No need to mark touchers as any bowls in the ditch will not count. Use 2 jacks for convenience. Be mindful of adjacent rinks if firing, warning them if necessary.

Except as above, games are played as normal under the Laws of the Sport. Any jack off the rink during play is respotted. A jack in the ditch remains in play.

Only one visit to the head per end is permitted. This can be after any number of bowls has been played. If the opponent visits the head at the same time it counts as their one visit.

Trial ends may be played, but not by anyone playing a second game immediately after a game.

Use a score card, winner keeps the card (signed by the loser) and puts the result on the ladder sheet.

Setting up games

Until 1 hour time slots are available there are various ways to use a 2 hour time slot. Ideally games should be arranged in pairs so that 2 games are played in a 2 hour time slot. You are responsible for making sure you adhere to the timing rules i.e. when a game is due to end in the middle of a 2 hour session.

Examples: 4 people could book 2 rinks and play 2 games each without markers. 3 people could book one rink, third person marks first game then the loser of the first game marks the second.

Also to avoid people having to make individual arrangements we will set up designated 1 Hour Singles sessions where rink space permits. The first one will be on Monday at 4pm as there is no league. Also Wednesday afternoons 2pm may be used. There are usually several rinks available when ladies leagues are playing. The most available evening session is Tuesdays. Let the organiser know the best times for you to play so we can set up sessions to suit everyone.

Keep an eye on the noticeboard for designated 1 Hour Singles sessions showing date, time and number of places. There you will find a list to put your name down for one of these sessions. This will also be made available online – see email for the link. Depending on how many sign up you may get one or two games in the session. People playing only one game can help by marking. No-shows may be dropped down the ladder or removed at the discretion of the organiser. If you intended to play 2 games but play only 1 you may apply to the steward for a 1 hour refund.

The players attending a designated session should play whoever is closest on the ladder at least for the first game.

There is no current priority for these bookings, so they will only be available within 7 days. Help in making session bookings will be appreciated.

Results must be written on the ladder sheet on the ladder noticeboard (near league noticeboard). The ladder will be updated as soon as possible after game results are posted.